EURO mini

Programming Manual

CASTLE

care·tech

2x

RINS1210-5

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Introduction

The EURO **mini** offers the reassurance and peace of mind for protecting your customer's property whilst meeting all the relevant standards.

Programming of the EURO **mini** is the same as EURO MERiDIAN panels so this is the perfect alternative for your smaller installations.

The slim contemporary LCD keypad with full English text operates the EURO **mini** and up to 4 of these keypads can be connected to a system.

Castle Care-Tech Limited is a UK based designer of high technology control equipment for intruder alarms and as a leading innovator, Castle has won numerous awards for products and innovation in recent years.

The EURO **mini** consists of:

4 level sets
10 End of Line/9 Double Pole Zones
Up to 4 keypads/3 readers can be connected
8 Outputs (Bell, Strobe, Speaker, Programmable, and 4 Shared with Inputs)
4 Fuses (Bell, Aux, RS485 and Battery)
Case Tamper and SAB Tamper
500 Mandatory and 200 Optional log events
32 Codes (30 User, 1 Master Manager and 1 Engineer)
Different alarm responses may be programmed
Keypad Prox/Prox reader may be connected.

Descriptions

This chapter outlines the features and functionality the EURO **mini** can offer:

Level Set System:

The EURO **mini** can operate up to 4 part sets: A, B, C, and D. An example of how these can be programmed are as follows:

Part Set A: (All) All house is set.
Part Set B: (Bedtime) Downstairs is set, Upstairs is unset
Part Set C: (Pet) Kitchen unset (for a pet), rest of house is set.
Part Set D: (Garage Only) Garage set, rest of house unset.

These are programmed in the function 'Change Inputs', and user codes may also be programmed in different part sets. Please see the user manual for this.

Note: After a code is entered, once the final door or exit time has expired, a settle time of 10 seconds will take place before the system is finally set.

Flexi Set

Flexi set can be selected for each individual user code which is used so the user selects which part sets to set/unset (depending on the part sets the codes are assigned to). If Flexi-set is set as 'No' then once a code is entered, the EURO **mini** will automatically set the assigned part set. Please note that user codes can only be programmed in the master manager menu (see the user manual).

Emergency Alarms

The emergency buttons for the EURO **mini** consist of 2 buttons being pressed simultaneously. These are buttons 1 and 7. At default, these are disabled, they will have to be enabled in the function 'Site Options'.

Automatic Re-arming

When the bell time expires (default is 4 minutes), the EURO **mini** will automatically rearm, and omit any circuits that are in open at that point. The number of times it will re-arm after an alarm is programmable in 'Change Timers'.

Inputs and Outputs

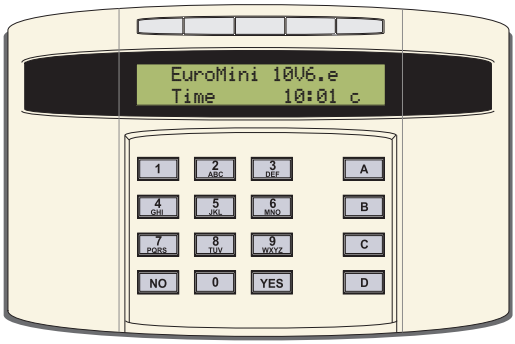
The EURO **mini** consists of 10 inputs (or zones) that are fully programmable for detectors, door contacts, fire alarms, etc. Each input may be programmed as normally open, or with a chime, or the input can be programmed as omittable so the user has control on whether or not the input needs to be active.

Inputs 7 to 10 can be used as outputs (instead of inputs), thus giving the total of 7 outputs on the system. Outputs are used to connect to external devices such as signalling equipment or sirens. If inputs 7 to 10 are all used as outputs then only a total of 6 inputs can be used. For all programming please see either 'Change Inputs' or 'Change Outputs'.

Faults

If any faults occur on the EURO **mini**, it will be shown on the LCD keypad with a short description of the problem. For more information please see page: 26.

The Contemporary Keypad has a 32 character LCD display, with encapsulated backlit keys and 5 status LEDs.



The operation of each key are described below:

Keys	Description
Numerical	Used to enter codes and program names for inputs,keypads,display etc.
YES	Selects menus, and any attributes in the menus. Used to set the panel if flexi-set is enabled (see the master manager menu).
NO	Moves forward to the next main menu item, clears any faults, and resets the control panel after an alarm.
A	Used to exit Engineering Menu (from a main menu) and to select part set A when setting.
B	Moves backwards in the main menu and sub menus and used to select part set B when setting.
C	Selects chime on/off, displays additional information in the log, and used to select part set C when setting.
D	Moves forwards in the main menu, toggles between menu choices, enters the master manager menu, and used to select part set D when setting. Enters the keypad menu.

The status LEDs are as follows (left to right)

LED	Description
Alert	Orange. Used to indicate any alerts on the system.
Alarm	Indicates that an alarm condition has occurred
Tamper	Indicates a tamper has occurred
Fault	Indicates a fault has occurred
Unset	Illuminates briefly after the system has been unset

NOTE: If a EUR-068 has been purchased, the keypad has the prox enabled which allows arming/disarming via card/tag.

Text may be programmed for input names, for the 'sign-on' message, and to identify the level set / unset. Each keypad key is allocated characters as shown below:

Press the relevant key the appropriate number of times - e.g. for the letter 'k' press the ***5*** key twice, or for the letter 's' press the ***7*** key four times.

Other operations of each key are as follows:

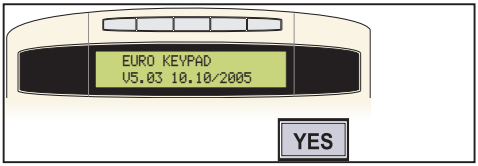
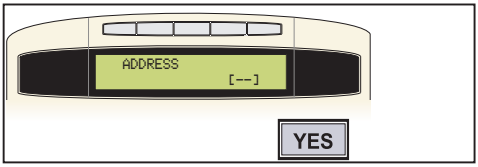
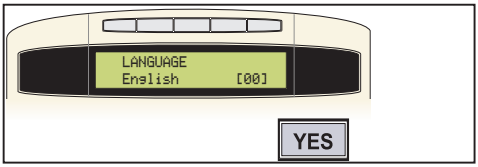
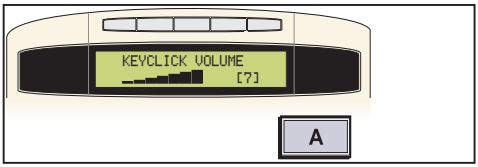
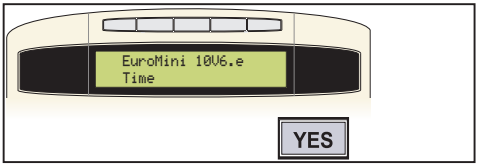
Keys	*Description*
A	Makes the character into a capital
B	Moves the cursor to the left
C	Deletes the letter
D	Moves cursor to the right
0	Adds a space
1	Adds punctuation

Entering the Keypad Menu

Press and hold the D key until 'SECURITY CODE' is displayed. Enter '2000'.

Menu	*Description*
Address	Address of the keypad
Language	Language of the keypad
Keyclick Volume	0 = Silent, 7 = Loudest
Tag Volume	0 = Silent, 7 = Loudest
Master Volume	0 = Silent, 7 = Loudest (overall volume for keypad)
Tag ID	Present a tag for the id (only applicable to EUR-068)
Factory Reset	Enter '2000' to reset all keypad functions to default
Backlight Force	0 = Backlight off (until key pressed/entry route active) 1 = Backlight on all time
PA/Fire Timer	How many seconds keys 1 and 7 must be held for a PA to activate.

Once everything is connected to the EURO **mini** (see the installation manual), power up the EURO **mini**.

After inital power up, the following will first be displayed (may differ depending on version numbers)	
After a couple of seconds, the EURO **mini** will ask for the address of the first keypad. Enter '00' and press the 'YES' key.	
Use the 'YES' key to scroll through the different options (Keyclick volume, master volume etc)	
Once all options have been chosen, press the 'A' key to 'Activate' the keypad.	
The 'day' screen will be shown.	

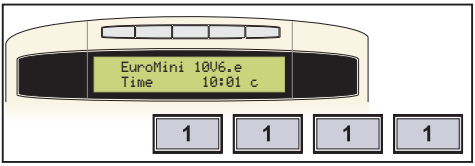
Addressing Keypads

To address further keypads on the system, press and hold the 'D' key until 'KEYPAD CODE' is displayed. Enter '2000'. This will take you to the keypad screens described above.

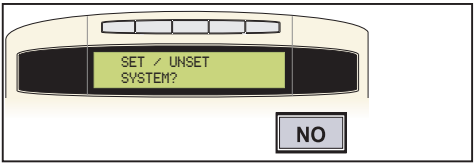
Any keypad that is new to the EURO **mini** must first be initialised with this function, and then enabled in the Engineering menu on the master keypad (address 00). The function to do this is 'Assign Keypads'.

Entering the Engineering Menu

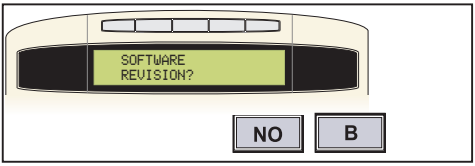
When the time is displayed on the main screen, enter the Engineers code (default is 1111)



'SET/UNSET SYSTEM?' will be displayed, this can be used to set/unset the EURO **mini** without a user code. Press the NO key.



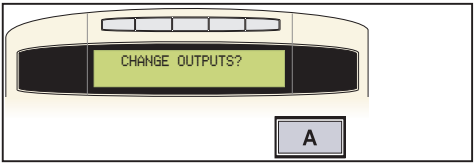
'SOFTWARE REVISION?' will be displayed, and the panel is now in the Engineering Menu. Use the 'NO' and 'B' keys to scroll forward and backward through the menu.



Please note that all Fire and Hold Up alarms are suppressed in the Engineering Menu.

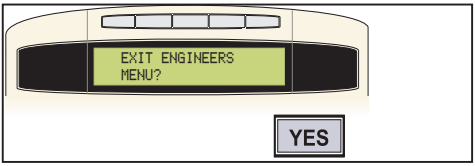
Exiting the Engineering Menu

When a main menu item is displayed in Engineers (capital letters), press the 'A' key to exit the Engineering Menu.



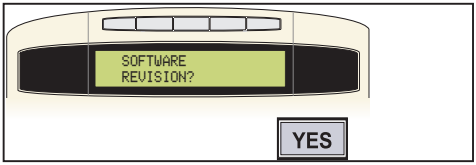
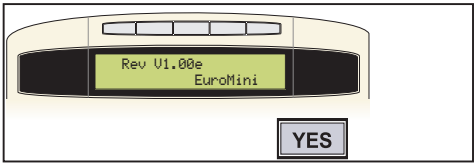
OR

Using the 'B' or 'NO' keys, scroll to 'EXIT Engineering Menu'. Press the 'YES' key.



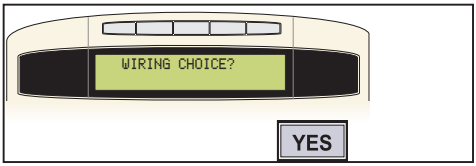
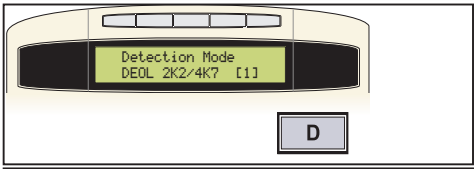
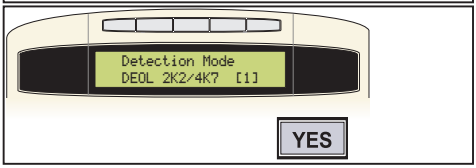
Software Revision

Software Revision identifies the software version number, this is may be asked for by the Castle Care-Tech Customer Support team.

Use the 'B' and 'NO' keys to scroll to 'SOFTWARE REVISION'. Press the 'YES' key.	
The Software Revision will be displayed. Press 'YES' to exit.	

Wiring Choice

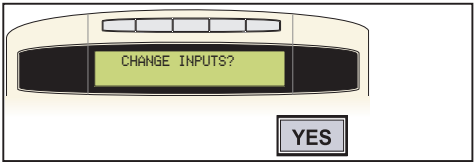
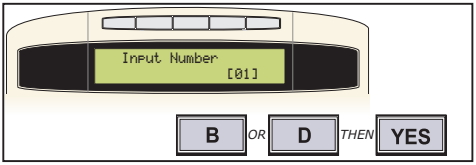
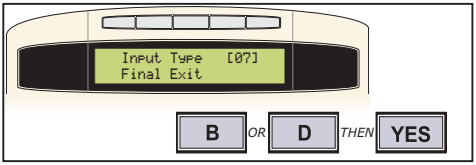
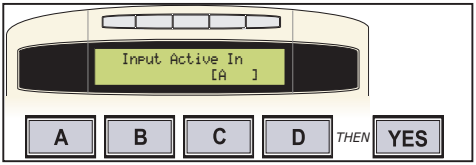
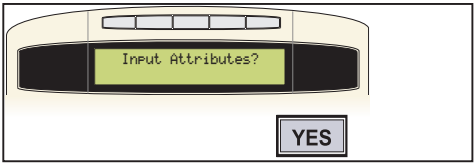
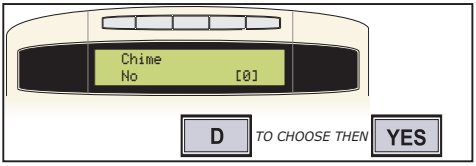
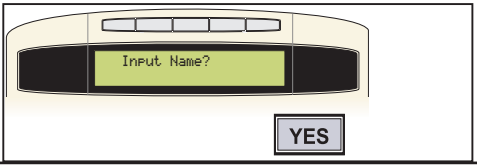
Selects the EURO **mini** to perform as a double pole system, or a double end of line system (either 4K7 alarm, 2K2 tamper, or 4K7 alarm, 4K7 tamper). All wiring diagrams can be found in the installation manual.

Use the 'B' and 'NO' keys to scroll to 'WIRING CHOICE'. Press the 'YES' key.	
Use the 'D' key to select: 0 = Double Pole 1 = DEOL 4K7 Alarm, 2K2 Tamper 2 = DEOL 4K7 Alarm, 4K7 Tamper	
Once the relevant wiring choice has been selected, press the 'YES' key.	

PLEASE NOTE: If Double Pole has been selected the jumper above input 1 on the printed circuit board must be removed, or if resistors are used, the jumper must be present. Please see the installation manual for more information

Change Inputs

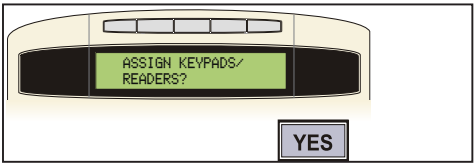
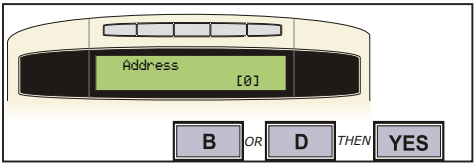
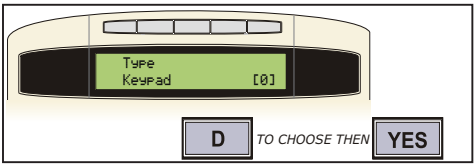
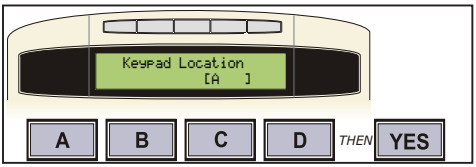
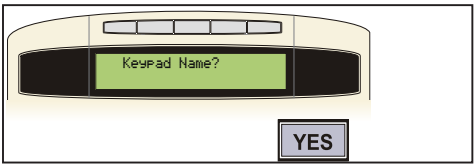
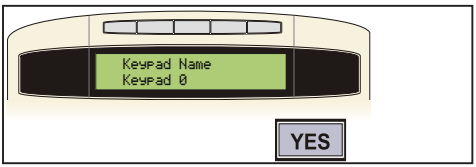
'Change Inputs' programs all 10 inputs. For all descriptions of input types and attributes please see page 23. If 'Input is used as an output' is shown on inputs 7 to 10, then an output is already programmed (see Change Outputs page 17).

Use the 'B' and 'NO' keys to scroll to 'CHANGE INPUTS'. Press the 'YES' key.	
Use the 'B' or 'D' keys to choose the input number. Press the 'YES' key.	
Select the input type using the 'B' and 'D' keys. Press the 'YES' key. For a full list of the inputs and descriptions please see page 23.	
Select the level set that the input will be in. There are four level sets to choose from: A, B, C, D. Press the 'YES' key.	
Press the 'YES' key to go into Input Attributes.	
Chime, Omittable, Double Knock, and Normally Open. Select 'Yes' or 'No' to each attribute by using the 'D' key. Press the 'YES' key.	
To create an Input name, press the 'YES' key and use the letters on the buttons to create a name. Press the 'YES' key.	

Assign Keypads/Readers

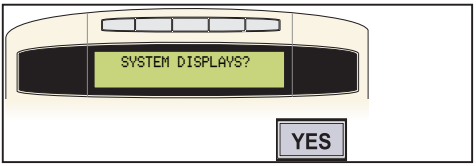
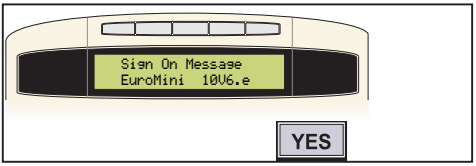
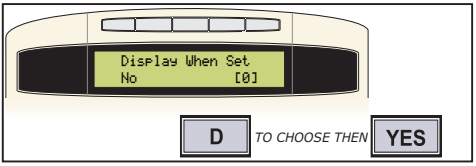
Keypads can be allocated to different part sets and up to four keypads can be added to the EURO **mini**.

For Example, if 2 keypads are installed on the system (one upstairs, one downstairs), the location of the keypad downstairs will be A (for a full set), and the location of the keypad upstairs will be B (for a part set).

Use the 'B' and 'NO' keys to scroll to 'ASSIGN KEYPADS'. Press the 'YES' key.	
Use the 'B' or 'D' keys to select the address of the keypad (0-3)	
To install the keypad press '1'. To install a reader press '2' Press the 'YES' key.	
Select the location of the keypad/ reader - i.e. level set A, B, C or D (the default is A). Press the 'YES' key.	
To create a name for the keypad, press the 'YES' key.	
Use the letters on the buttons to create a name. Press the YES key.	

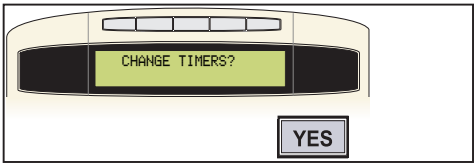
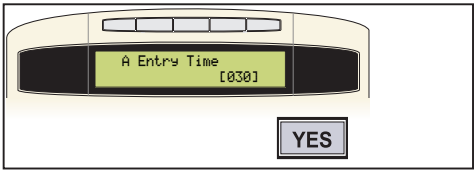
System Displays

The text string on the keypad that is displayed when you exit the Engineering Menu can be changed within 'System Displays'. The function 'Display When Set' will display which part set is set on the keypad.

Use the 'B' and 'NO' keys to scroll to 'SYSTEM DISPLAYS'. Press the 'YES' key.	
Enter the Sign On Message for the main display. Press the 'YES' key.	
If the part set that is set needs to be shown when the system is set, press the 'D' key to scroll to 'yes'. Press the 'YES' key.	

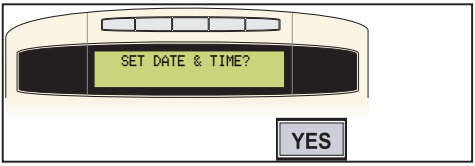
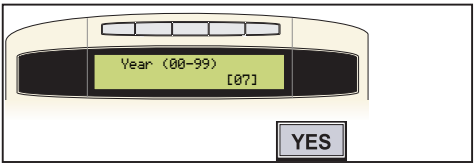
Change Timers

The following timers can be changed:
Entry Time/Exit Time: 0-255 seconds.
Siren Time (Cut off time for a siren): 2-15 minutes.
Fire Siren Time (Cut off time for a fire alarm): 1-99 Minutes:
Re-arm Numbers (automatic rearming after an alarm): 0-9 (9 means always)
Double Knock (Length of time between filter period of inputs): 0 - 75 seconds

Use the 'B' and 'NO' keys to scroll to 'CHANGE TIMERS'. Press the 'YES' key.	
Enter the desired choice for each of the entry, exit and siren times for each level set. Then enter the re-arm number and the fire siren time. To move through each option, press the 'YES' key.	

Set Date and Time

Sets the date and time for the EURO **mini**.

Use the 'B' and 'NO' keys to scroll to 'SET DATE & TIME'. Press the 'YES' key.	
Enter the Year, Month, Day, Hours and Minutes. Press the 'YES' key.	

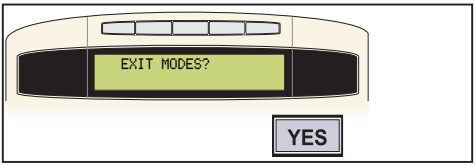
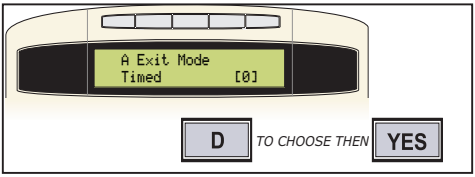
Exit Modes

Timed, Final Door or Timed/Final Door can be selected for the Exit procedure of all level sets.

Timed: The EURO **mini** will set when the exit time expires (programmed in 'Change Timers')

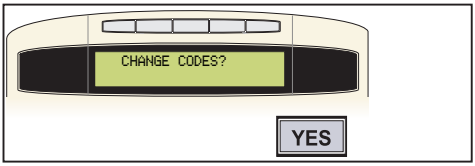
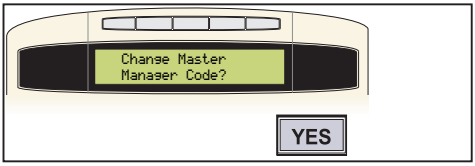
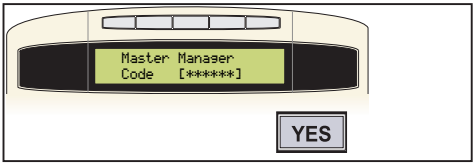
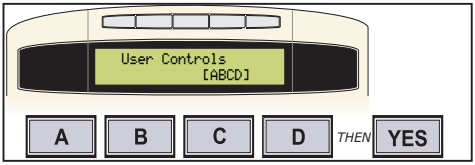
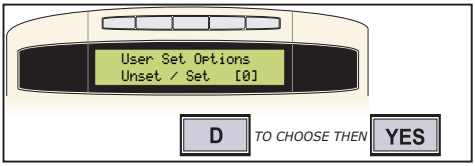
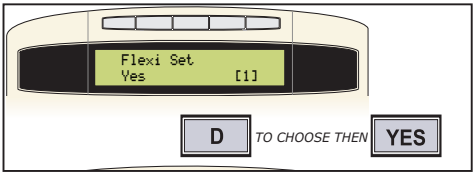
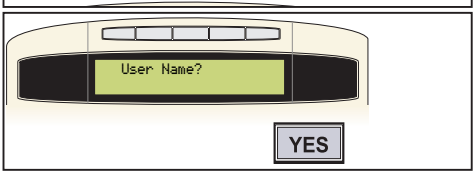
Final Door: The EURO **mini** will set when the final exit door has been opened and closed.

Timed/Final: The EURO **mini** will set either when the final exit door has been opened and closed, or the exit time has expired (Final Exit overrides Timed)

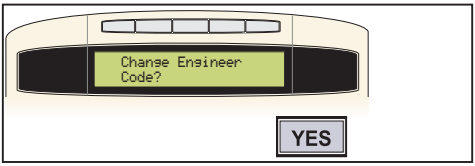
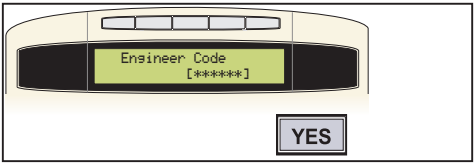
Use the 'B' and 'NO' keys to scroll to 'EXIT MODES'. Press the 'YES' key.	
Use the 'D' key to select: 0 = Timed 1 = Final Door 2 = Timed/Final (final will override timed). Press the 'YES' key.	

Change Codes

The master manager code and the engineer code can be changed here. User codes can only be changed from the master manager mode - please see the user manual.

Use the 'B' and 'NO' keys to scroll to 'CHANGE CODES'. Press the 'YES' key.	
Press the 'YES' key to change the master manager code.	
Press the 'C' key to clear the existing code and enter the new one using the numeric keys. Press the 'YES' key.	
Select the level set that the master manager code will be able to operate. There are four level sets to choose from: A, B, C, D.	
Select the master manager code to: 0=Unset/Set 1=Unset Only 2=Set Only	
If Flexi-set is disabled, the EURO **mini** will automatically set the level set which the code is assigned to. If enabled, the level set needs to be selected. Use the 'D' key to select yes or no, press 'YES' key.	
To create an user name, enter the text using the letters on the keypad. Press the 'YES' key.	

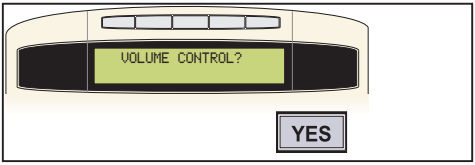
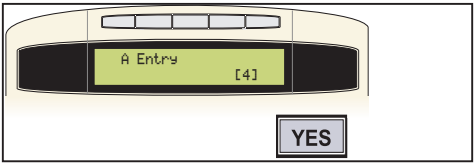
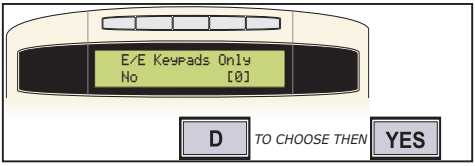
Change Codes Continued...

Press the 'YES' key to change the engineer code.	
Press the 'C' key to clear the existing code and enter the new one using the numeric keys. Press the 'YES' key.	

Volume Control

Sets the volume of the entry and exit tones for each level set, and the Fire, 24 hour, Chime, and Intelligent Set. E/E Keypads is an option that sounds all the entry/exit tones from the keypad only and not any internal speakers connected to the SPK terminals.

Note: Volume level 1 is silent, but sounds a beep when the system is set

Use the 'B' and 'NO' keys to scroll to 'VOLUME CONTROL'. Press the 'YES' key.	
Enter a number between 0 (for silent) and 7 (loudest) and press the 'YES' key to go to the next option. After the volume options 'EE Keypads' will be displayed.	
If 'EE/Keypads Only' is enabled, all entry/exit sounds will be heard from the keypad only. Use the 'D' key to toggle the option. Press the 'YES' key.	

Alarm Responses

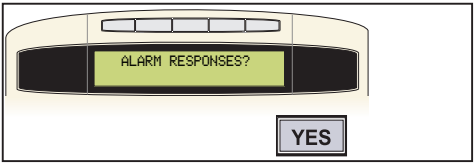
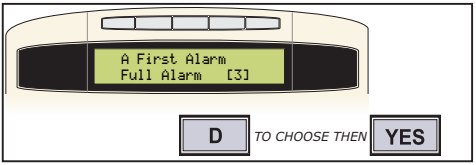
False alarms can be something of an occurrence in some 'unstable' environments. The EURO **mini** incorporates a feature where 'First Alarms' can be controlled. The different alarm responses are silent, keypad, internal sounders and full alarm, and each response waits 15 seconds before moving onto the next response.

For example. If "A: First Alarm" was selected as Silent [0]. The control panel would operate as follows:

First to Alarm = No sounds.
After 15 Secs = Keypad sounds.
After 15 secs = Internal sounders.
After 15 secs = Full alarms.

Any second alarm that activates during the first alarm, will activate all sirens/ bells regardless.

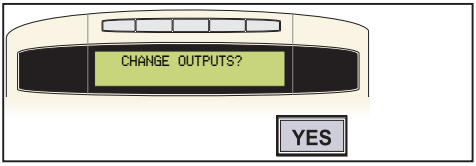
Fire and Hold Up Alarms will signal both on full alarm (this cannot be changed).

Use the 'B' and 'NO' keys to scroll to 'ALARM RESPONSES'. Press the 'YES' key.	
Each level set can be programmed differently. Use the 'D' key to change the alarm response for each level set, and press the 'YES' key once you have chosen it.	

Change Outputs

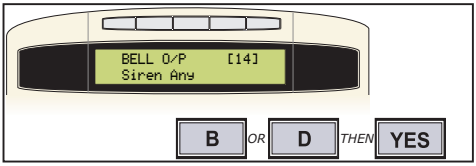
There are a total of 7 programmable outputs on the EURO **mini**. 4 outputs are used in conjunction with 4 inputs (Inputs 7 to 10) and are labelled 'XPGM O/P' in the keypad.
If Inputs 7 to 10 are used, then 'O/P is an input' will be displayed on the output type and that output cannot be used until the input is made 'unused'.

For a full list and descriptions of the outputs please see page 24.

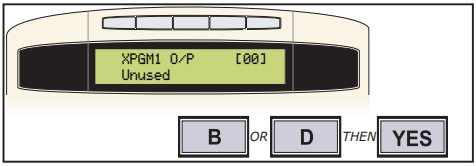
Use the 'B' and 'NO' keys to scroll to 'CHANGE OUTPUTS'. Press the 'YES' key.	

Change Outputs continued...

Use the 'B' and 'D' keys to scroll through the different outputs. Once chosen, press the 'YES' key to move onto the next output.



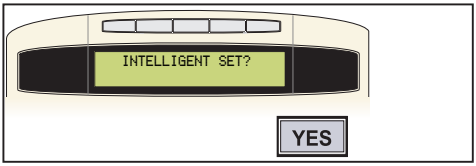
If 'O/P is an input' is displayed on the XPGMs then the output cannot be used as an input is already programmed. If not, select the relevant output types and press 'YES'



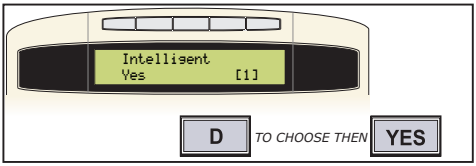
Intelligent Set

When intelligent set is enabled, then level set B will start to set (if the user code is enabled in level set B). Then if a Final Exit input is activated which is programmed in level set A during the exit time, then the EURO **mini** will automatically 'quick set' in level set A.

Use the 'B' and 'NO' keys to scroll to 'INTELLIGENT SET'. Press the 'YES' key.



Use the 'D' key to enable/disable Intelligent Set, and press the 'YES' key.



Site Options

Site Options contain 2 functions that may be necessary for the user:

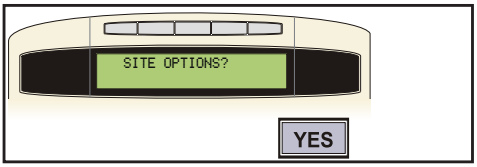
Strobe at Set: If enabled, any output that is programmed as 'Strobe Any' will activate for 5 seconds when the system sets.

2 Key Hold Up: Can be either enabled, silent or full alarm. Keys 1 and 7 on the keypad activate the Hold Up alarm.

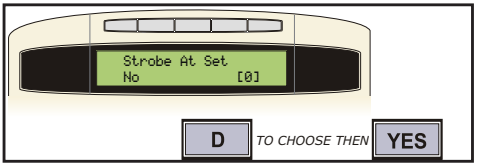
Simple Set: Enables the 'simple set' functionality which allows a user to set the system by pressing the 'YES' key and the level set.

Site Options continued...

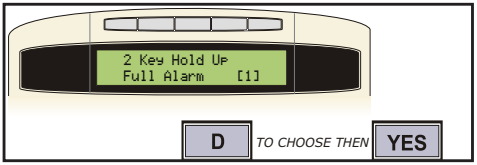
Use the 'B' and 'NO' keys to scroll to 'SITE OPTIONS'. Press the 'YES' key.



Use the 'D' key to enable/disable 'Strobe At Set' option. Press the 'YES' key.



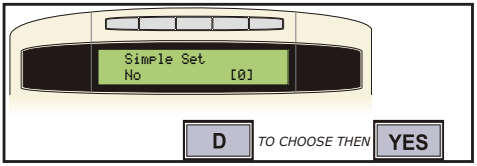
Use the 'D' key to select:
0=None. 1=Full Alarm. 2=Silent.
Press the 'YES' key.



Use the 'D' key to select:

0=No. 1=Yes

Press the 'YES' key.

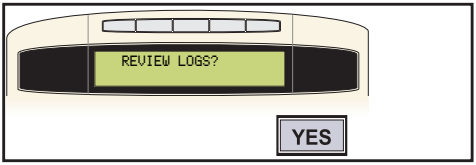


Review Logs

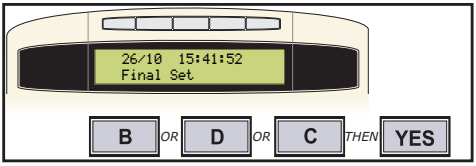
All set, unset, alarm events, system faults and details of engineer access are recorded and logged in the option 'Review Logs', each being time and date stamped.

Use the 'B' and 'NO' keys to scroll to 'REVIEW LOGS'. Press the 'YES' key.

'Panel Log' will be displayed, press the 'YES' key.



Use the 'B' and 'D' keys to scroll back and forth through the log. If more information is required about an event, press the 'C' key. When finished, press the 'NO' Key to exit.



Engineer Tests

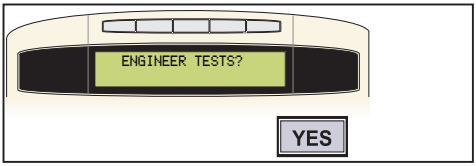
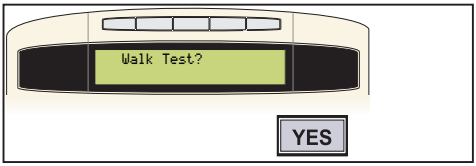
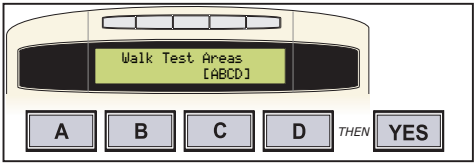
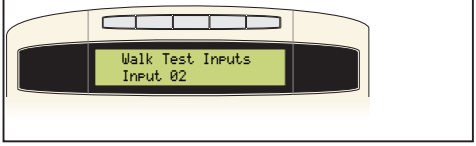
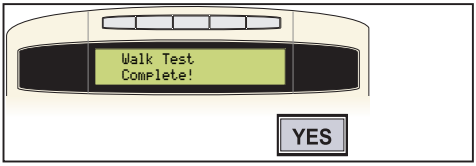
The Engineer Test function allows the testing of inputs, sirens and outputs.

Walk Test: Tests each input and each part set of the system. The walk test scrolls through all the inputs of the system, until they are walk tested. Once all are completed, 'Walk Test Complete' will be displayed.

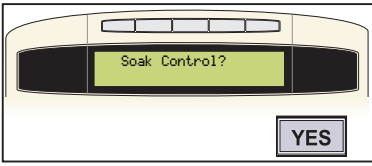
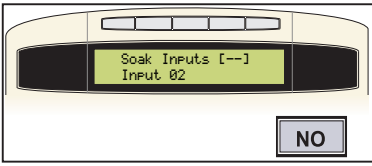
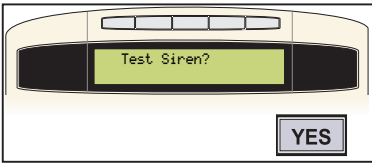
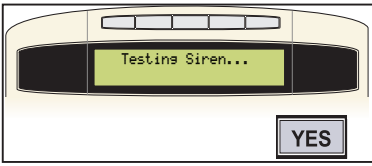
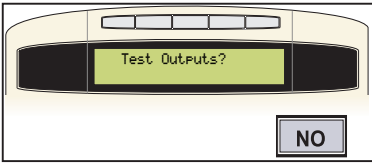
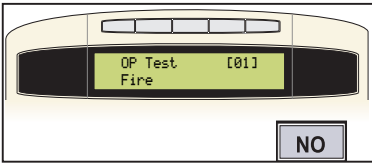
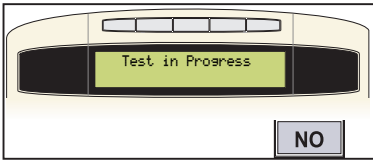
Soak Control: Any input may be placed on 'soak test' to prevent it from generating an alarm. If the input on soak triggers whilst the system is set, it will enter the details in the system log. The initial test and number of days left of the soak can also be entered (after this time period the detector will become live)

Test Siren: Tests both the siren and strobe outputs (programmed as siren any and strobe any) on the system.

Test Outputs: Tests all output types. For example if output 1 was programmed as 'fire', enter '01' for the Fire output type and press 'YES'. Output 1 will activate until the NO key is pressed.

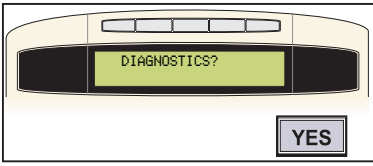
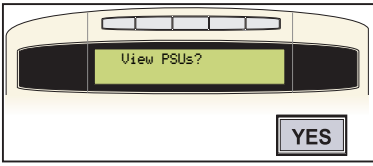
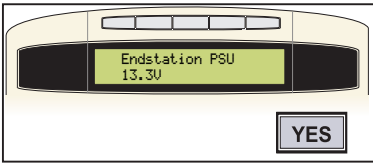
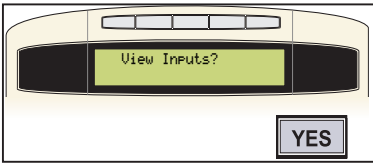
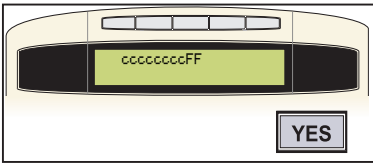
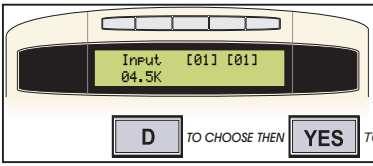
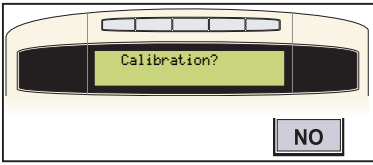
Use the 'B' and 'NO' keys to scroll to 'ENGINEER TESTS'. Press the 'YES' key.	
'Walk Test' will be displayed, Press the 'YES' key to walk test the inputs.	
Enter the part sets that are to be tested and press the 'YES' key.	
The keypad will show all inputs on the system (in that part set). Once these are walk tested the inputs will be taken off the list.	
Once all inputs have been walk tested successfully 'Walk Test Complete' will be displayed. Press the 'YES' key.	

Engineer Tests Continued...

'Soak Control' will be displayed.	
Select the inputs that are to be put on soak test, once finished, press the 'NO' key. Enter the soak days left and the initial soak. Press the 'YES' key.	
'Test Siren' will be displayed. Press the 'YES' key.	
The Strobe and Siren outputs on the system will be activated. Press the 'NO' key to deactivate.	
'Test Outputs' will be displayed. Press the 'YES' key.	
Enter the output type that is to be tested and press the 'YES' key.	
All outputs programmed as the output type will be activated. Press the 'NO' key to de-activate.	

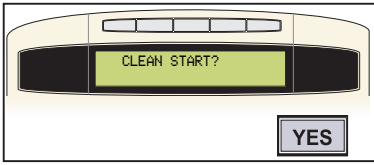
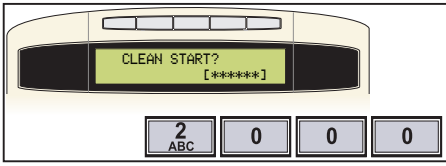
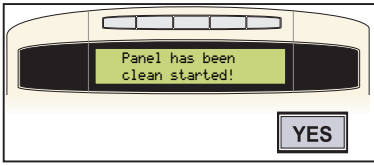
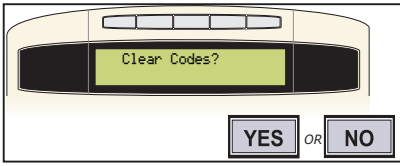
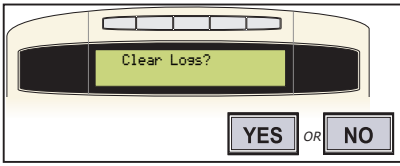
Diagnostics

The Diagnostic facility allows readings of endstation power supplies and input resistances.

Use the 'B' and 'NO' keys to scroll to 'DIAGNOSTICS'. Press the 'YES' key.	
'View PSU's' will be displayed. This function is used to view the endstation power supply reading. Press the 'YES' key.	
The Endstation power supply will be shown. Press the 'YES' key and then press 'NO'.	
'View Inputs' will be displayed. This function is used to view the input status.Press the 'YES' key.	
c=Closed. O=Open. F=Fault (Tamper) To view the resistance readings of each input, press the 'YES' key.	
Use the 'D' key to scroll through each input. The resistance will be shown for each, and will change depending on the status of the input. Press 'YES' to exit.	
Calibration: Do not alter this unless instructed to by customer support. Press the 'NO' key.	

Clean Start

To reset the EURO **mini** to defaults (see page 25) a 'Clean Start' may be performed.

Use the 'B' and 'NO' keys to scroll to 'CLEAN START'. Press the 'YES' key.	
Enter '2000' on the keypad to reset the panel back to defaults or Enter '2001' for DEOL set up, or '2002' for double pole set up (see page 25 for defaults).	
Once this has been done successfully 'Panel has been clean started' will be displayed. Press the 'YES' key.	
To clear all codes on the system, press the 'YES' key, or to keep all existing codes, press the 'NO' key.	
Once this has been done successfully 'Codes have been cleared' will be displayed. Press the 'YES' key.	
To clear all logs on the system, press the 'YES' key, or to keep all existing log records, press the 'NO' key.	
Once this has been done successfully 'Logs have been cleared' will be displayed. Press the 'YES' key.	

Input Types

	Input Type	Input Active	Activated Outputs	Sound
00	Unused	Never	None	None
01	Fire	24 Hours	Fire	Fire Alarm
03	Hold Up	24 Hours	Hold Up Any	Normal Alarm
05	24 Hour Tamper	24 Hours	Tamper Any	Tamper Alarm
06	Intruder	When Set	Intruder Any	Normal Alarm
07	Final Exit	When Set	Intruder Any	Entry/Normal Alarm
08	Entry Route	When Set	Intruder Any	Entry/Normal Alarm
09	ER (FX In Part)	When Set	Intruder Any	Entry/Normal Alarm
10	FX (ER In Part)	When Set	Intruder Any	Entry/Normal Alarm
20	Keyswitch Latched	Accepts input from keyswitch to set/unset system. Output type 'Keyswitch Unset' will activate when a keyswitch is used to disarm a partition.		
23	Keyswitch Pulsed			

Descriptions

Intruder: If the Input is triggered when the PCX 10 is armed, an alarm activation will occur.

Final Exit: This is the time that the customer has to leave the premises. This acts as entry/exit.

Entry Route: Acts as an intruder input, but if an entry route input is triggered before the entry route input, it will act as final exit.

ER (FX In Part): On Part Set A, the input acts as an entry route. On Part Set B, C or D, it will act as an Final exit.

FX (Part ER): The inverse of the ER (Part FX)

Keyswitch Latched: Accepts an input from a keyswitch to arm and disarm the system. The state of the input changes when the keyswitch is operated, and then resets when the keyswitch is operated again.

Keyswitch Pulsed: Accepts an input from a keyswitch to arm and disarm the system. The state of the input changes, and resets whenever the keyswitch is operated.

Input Attributes

Input Attribute	Description
Chime	No: No chime active.Single: Will produce a single chime when the input is activated. Follow: Will produce a continuous chime while the input is activated, and will silence once closed.
Omittable	Enables the input to be manually omitted during the setting procedure
Normally Open	Enables the input to work with normally open contact devices
Double Knock	An alarm will only be generated if this input is triggered twice within a pre-set period (programmed in Change Timers),

No.	Output Type	Activates when the following occur:
00	Unused	Always Inactive
01	Fire	Fire Inputs
02	Hold Up Any	Hold Up Inputs and Hold Up Keys
03	Intruder Any	Intruder alarms
06	Confirm Any	Confirmed Alarms
07	Tamper Any	Tamper and 24 hour input alarms
11	Set Fail	If an exit procedure has failed
12	Entry Deviation	Alarm during entry. Deactives when system unset.
14	Siren Any	When any alarm is activated
16	Strobe Any	When any alarm is activated
21	Exit Starts Any	When exit time starts to set first level set
22	Final Set Any	When first level set is set
23	Strobe Set Fail	(Same as Strobe Any) + When the set fail time expires
25	Keyswitch Unset	Activates for 5 seconds when keyswitch input is unset
33	Entry/Exit	When the entry time and exit time are active
34	Lights	When entry/exit time is active & deactivates 20 seconds after set/unset procedure.
37	Restore 1	When set, and deactive after 3 seconds.
38	Restore 2	When set, and deactive when unset
39	PIR Latch 1	When set (and in walk test). Deactive at alarm or unset
40	PIR Latch 2	Inverse of above
41	Mains Good	When mains is healthy
42	Detector Indication Enable	Active in walk test
43	Follow Test	Only active when tested in 'Engineer Tests'
44	Off During Test	Inverse of the above output
48	Detector Walk Test	Active during walk test until walk test completed
52	Mains Fail	No mains supply after pre-set timer
53	Battery Fault	No battery
54	Low Volts	Low voltage on auxiliaries
55	Global Fault 1	Battery, keypad, mains and fuse faults when set
56	Global Fault 2	Battery, keypad, mains and fuse faults any time
59	Engineer Access	When the engineering menu is accessed

Function	Default
CODES:	User: 1234. Master Manager: 2222. Engineer: 1111
WIRING CHOICE?	*Clean Start 2000,2001* = Detection Mode: DEOL 2K2/4K7 *Clean Start 2002* = Detection Mode: Double Pole
CHANGE INPUTS?	*Clean Start 2000* = All zones and attributes disabled.
	Clean Start 2001 = DEOL Zones:
	Input 1: Final Exit Part Sets: AB Text: "01 Front Door"
	Input 2: A (Part EE) Part Sets: AB Text: "02 Hallway"
	Input 3: Intruder Part Sets: AB Text: "03 Lounge"
	Input 4: Intruder Part Sets: AB Text: "04 Dining Room"
	Input 5: Intruder Part Sets: AB Text: "05 Kitchen"
	Input 6: Intruder Part Set: A Text: "06 Landing"
	Input 7: Intruder Part Set: A Text: "07 Master Bed"
	Inputs 8,9,10 - Unused. Omittable is enabled on inputs 2-8.
	Clean Start 2002 = All attributes disabled. Double pole zones:
	Input 1: 24 Hr Tamper Part Sets: AB Text: "01 Tamper"
	Input 2: Final Exit Part Sets: AB Text: "02 Front Door"
	Input 3: A (Part EE) Part Sets: AB Text: "03 Hallway"
	Input 4: Intruder Part Sets: AB Text: "04 Lounge"
	Input 5: Intruder Part Sets: AB Text: "05 Dining Room"
	Input 6: Intruder Part Sets: AB Text: "06 Kitchen"
	Input 7: Intruder Part Set: A Text: "07 Landing"
	Input 8: Intruder Part Set: A Text: "08 Master Bed"
	Inputs 9,10 - Unused. Omittable is enabled on inputs 3-8.
ASSIGN KEYPADS?	Address 0 Installed. Location: A. Name: Keypad 0. All rest unused
SYSTEM DISPLAYS?	Sign on Message: EuroMini 10V6.e Display When Set: No.
CHANGE TIMERS?	Entry Time: 30 secs. Exit Time: 30 secs. Siren Time: 4 Minutes. Re-Arm No: 3. Fire Siren Time: 99 mins.
EXIT MODES?	*Clean Start 2000* = Part Sets A, B, C and D: Timed *Clean Start 2001,2002* = Part Set A: Timed/Final
VOLUME CONTROL?	Entry: 4, Exit: 4, Alarm: 7, Fire: 7, 24Hr: 6, Chime: 3, Intel. Set: 3, E/E Keypads Only = No.
ALARM RESPONSE	First Alarm Part Sets A, B, C and D: Full Alarm
CHANGE OUTPUTS?	Bell: Siren Any, STB: Strobe Any, PGM: PIR Latch 1 XPGM 1,2,3,4: Unused
INTELLIGENT SET?	No.
SITE OPTIONS?	Strobe At Set: No. 2 Key Hold Up: None. Simple Set: No.

Faults	Descriptions
AUX Fuse Flt 100	Auxiliary fuse failure or excessive current detected
BELL Fuse Flt 100	Bell fuse failure or excessive current detected
BUS Fuse Flt 100	RS485 Bus fuse failure or excessive current detected
Battery Fault 100	Battery discharged, or battery fuse fault
Low Volts	Battery voltage is low
SAB Tamper 100	Bell tamper open (the terminal TR)
Case Tamper 100	Case tamper open (the terminals TAMPER or the tamper spring)
485 Fail 2xx	Keypad failure. xx = the address of the keypad that has failed
Mains Absent	No mains supply detected to the control panel.

Contact Details

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RG12 7BW

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01344 469499

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Monday to Friday

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Website:
www.castle-caretech.com